

The Good Ship Gump

Updated by Josh H. (u/TrickishWheat8)

Location: Wildspace

Party: 4+ Players of levels 2-3

Set up:

- The party has just left a planetoid after restocking. Before their ship can reach spelljamming speeds, they notice a huge humanoid figure swimming their direction. (Note: their ship cannot reach spelljamming speed until they are free of the colossus' gravity.)
- A lame gnome named Axelander Perilant approaches the party in a tavern and offers a sum of gold if they will help out "my friend, Gump". All the party needs to do is meet Gump, who is floating in wildspace "...not that far away" and rid him of the "hurty things" bothering him. Gump helped Axelander escape some pirates and he wishes to repay the favor. Unfortunately, he is unable to move well enough to help his friend. If asked, Axelander will explain that Gump is a colossus.
- While carefully dodging asteroids, the party's ship is suddenly rocked by a direct hit. The ship's rear was just hit by the head of a huge giant coming around the asteroids! The great figure rubs his head and bellows: "Hey, you guys! Can you get these hurty things offa me?"

Gump the Colossus:

Gump is a colossus with a problem. He has been drifting in space ever since he jumped off of his most recent planetoid. He had been trying to catch his pet spaceworm, which ran away. Once in space, Gump found that he had no control over his direction of travel and no ability to return home. Worse than that, he got hungry awfully quick.

Luckily for Gump (who is not very bright), he hadn't been too careful about taking baths for a while and several plants had taken root in the dirt on his back. This means he at least had things to eat and air to breathe. However, the atmosphere never entered his mind as he has much bigger issues.

For some reason, the plants growing on his back began to hurt as they spread. At first, he tried to be brave but now they hurt all the time and stop him from concentrating on anything else. He would like to find somewhere to settle down again, but he can't plan how to do that as long as these "hurty things" keep pinching and itching and digging into him. He wants them gone.

Gump wants the party to climb on his back to dig up, uproot, or otherwise get rid of the nasty plants causing the trouble. It especially hurts right between his shoulder blades where he can't reach to scratch, he says. He is a little irritable as he hasn't slept well and is constantly itching and in pain.

He hasn't figured out that removing all of the plants will end his renewing air supply. Hopefully, the players will figure that out for him. Unfortunately, Gump will get very angry if they tell him

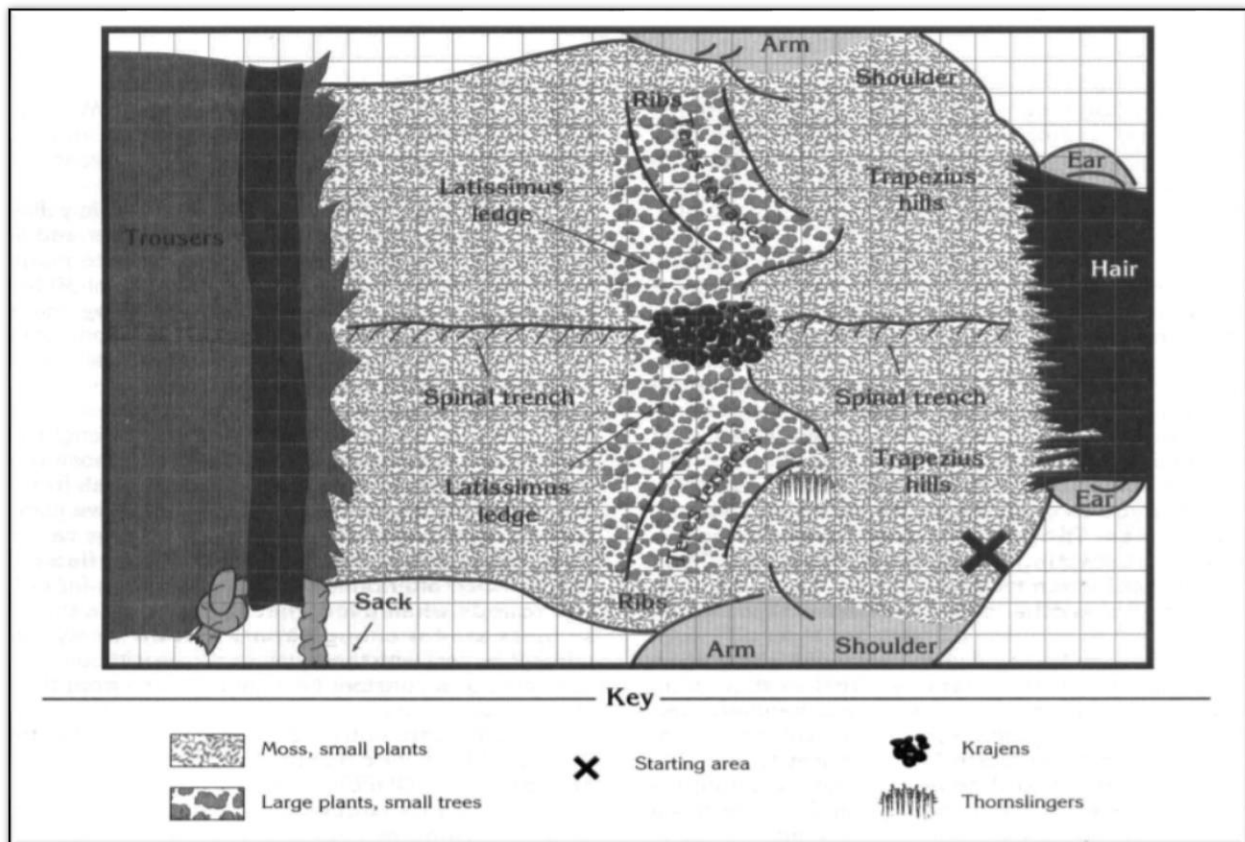
they can't take the plants off. It would be best if the party at least pretends they are going to remove all the plants, climb on his back, and find out what is really causing the pain. Gump won't take "no" for an answer, pleading or grappling their ship if needed.

Colossi are dim-witted and move slowly on land but serve as a ship in wildspace. They cannot propel themselves naturally but can usually break gravitational planes by jumping from a solid surface. This means they move very slowly, drifting through space. Their gravity plane is set such that smaller creatures may walk on their stomachs and backs.

Gump has an Intelligence of 5, an AC of 9, and upwards of 260 health. If needed, he can swing his fists with a +8 to hit, dealing 10d10 bludgeoning damage (usually to ships unless a specific player gets rowdy). If a fight continues with no sign of the players helping him, Gump will angrily throw the player's ship far from himself rather than destroy it.

Gump is very good-hearted and means well, but he cannot reason easily. He tends to forget small things – like having a group of adventurers riding his back who might be hurt if he itches near them.

If the players agree, Gump will lift them to his right shoulder. From there, they may begin to explore his back. Doing so is more like walking through a foliated, forest hillock than on the flesh of a creature.



Events:

Area of Effects: Any area of effect attack that would harm Gump (Fireball, for instance) will have him yelp in pain and squirm. All characters on his body must make a DC 12 Dexterity saving throw or be knocked prone after the event does damage. If this continues, Gump may ask the players to stop, ending their “help.”

Gump’s Stomach: Any player attempting to move to the front of Gump will likely step somewhere sensitive, causing Gump to squeeze his arms at his side or crane his neck. This traps the character in place and causes 1d8 bludgeoning damage. The character is restrained until they yell for Gump to let go or another player runs to his ears to tell him.

Trapezius Hills:

Starting on the shoulder/neck area the characters begin walking slightly uphill onto the upper back above Gump’s shoulder blades. This area is covered in mosses and low plants as it is one place Gump can scratch. This area is bisected by the knobby hillocks down its center (Gump’s Spine). Anyone with proficiency in Cook’s Tools or Nature can immediately identify a number of edible plants around.

There is no danger here from the plants. Gump, on the other hand, did not realize having the party stomping around would tickle so much. Each character that moves can hear Gump giggle until he gives up and shrugs his shoulder in laughter.

Each character on the Trapezius Hills falls and must make a DC 12 Dexterity saving throw at disadvantage. Those who succeed fall down but are able to grab something and steady themselves. Those who fail, roll down to the Teres Terraces and off of the shoulder blades, taking 1d6 damage from the 10ft. fall. Players who wish to get back up must be able to get up the 10 ft. cliff.

Nobody standing on Gump can avoid falling when he shrugs; they feel as if an earthquake is occurring under their feet. Gump is very apologetic but explains “I just couldn’t help! You tickle.” He promises to warn the players next time he has the urge. PCs with a passive perception of 12 notice that Gump carries a large tree trunk as a weapon and imagine what would happen if he decides to use that to scratch.

The Teres Terrace:

The teres major and minor muscles form these terraces. It is very hard for Gump to reach this area so there are many large plants here, causing difficult terrain. Besides the tall grasses and brambles, there are a number of bushes, reeds, small trees, and flowers. Along with a cluster of thorn slingers who attack anyone who falls into this area. These slingers launch thorns at Gump whenever he tries to itch and he could definitely do without them.

Encounter: 4-7 Thorn Slingers (cr 1/2) live under and around the shoulder blade cliff, Gump’s underarm, and the tree line leading to the center back.

After clearing these plants, Gump will sigh in relief (causing the party to teeter in space) and explains that the middle of his back still hurts. He will swing his arm around to point to the right place, knocking any player not attempting to dodge prone.

The Latissimus Ledge and Spinal Trench:

The real problem on Gump isn't a plant at all. As the characters travel up the ledge into the center back, they see what appears to be mossy ground cover interspaced with a colony of large barnacles. On a DC 10 Wisdom (Perception) check, the players realize the ground around the barnacles looks red and sore.

A DC 12 Intelligence (History) check, with advantage for characters who have traveled in wildspace for a time, reveals that the barnacles are actually Immature Krajens. They have taken root on Gump and are feeding until they grow large enough. Krajens spores latch on to solid surfaces and dig in; hardening an outer shell like a barnacle. A central tentacle comes out an opening at the top to whip and attack enemies but others may detach to feed on these new hosts. Any attack on the colony prompts all Krajens to fight.

Encounter: 10 - 15 Immature Krajens (cr 1/8) in a colony.

A successful identification should prompt the players to realize that strategy is needed; an immediate assault will likely not turn out well versus their paralyzing attacks. Should the PCs end up in mortal danger, Gump may sneeze to push the PCs into a short orbit. Gump will pluck them safely out of the air so they can regroup or abandon the attempt.

A Job Well Done:

When the PCs have removed the "hurty things," Gump will be enormously pleased and considers the party his new best friends (group hug anyone?). Since Gump knows people should be nice to their friends, he gives the characters a present of their choice. One of them may pick one item out of the sack he carries on his waist. If they ask for more, Gump will be confused since the party is all friends, and friend share.

From the dross (old bones, a couple large rocks, a dragon scale, a decaying cow, and the figurehead of a ship), they will likely pick the box under the dragon scale holding:

- 100 pp
- A gold ring (A ring of protection)
- A potion of healing
- And a gold armband worth 160gp

Gump helps his friends board their ship and bids them farewell. He says he has given up on his pet (admitting it was never really affectionate anyways), but insists he must be getting close to the Colossus home world of Arhoad. He's excited to share his new, wonderful tale with his kin.

Credits: Adventure adapted from *SJR8 Space Lairs*. ©Wizards of the Coast LLC.